

YAROSLAV KHALIULLIN

Project Manager

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📍 Almaty, Kazakhstan

EXPERIENCE

Project Manager

Singularity Lab

📅 07/2018 - Ongoing 📍 Almaty, Kazakhstan
🌐 <https://singularity.kz>

- As a project manager, I managed various teams (programmers, artists, game designers).
- Set up and improve processes in the company
- Successfully finished 10 projects, 6 of them resulted in further cooperation with clients
- Negotiated with clients (local and foreign)
- Developed plans, kept documentation, distributed tasks, assessed and controlled risks
- QA
- Employee training and motivation

Gameplay Programmer (Unreal Engine / Unity)

Singularity Lab

📅 07/2017 - 07/2018 📍 Almaty, Kazakhstan

As a developer, I worked on several major projects of the company in the field of virtual, augmented reality and interactive technologies.

Robotics teacher

Lessons.kz

📅 12/2014 - 03/2018 📍 Almaty, Kazakhstan

I really like to share my experience with others! As a teacher, I not only shared my experience, but also received new skills for me. I hope this is the reason why my students have repeatedly become champion of the republic and the world.

PROJECTS

Singularity Lab x MY.GAMES

📅 04/2020 - Ongoing

Working with the MY.GAMES to develop prototypes of hyper-casual mobile games.

- Work with the publisher
- Development and monitoring of the plan 1 prototype = 1 week.
- Publishing and maintaining the app in stores
- Analytics and reporting

SKILLS

Hard and Soft Skills

Planning

Communication

Conflict Management

Leadership

Risk Management

Public Speaking

Time Management

Analytical mind

Technical Skills

C++/C#

Python

HTML

JavaScript

Unreal Engine

MS Office

Jira/Asana

Confluence/Nuclino

MindMap

LANGUAGES

Russian

Native



English

Proficient



PROJECTS

Clash of Memes (Mobile game)

📅 05/2019 - 01/2020

🔗 <https://skillshot.studio/clash-of-memes.html>

The project showed excellent performance: CPI ~0.2\$, Retention 7D ~33%, 4.5 AVG Rating.
More than 50.000 downloads without promotion.

- Managed project on all life cycles (from idea to release)
 - Distributed team management (15 people)
 - Drawing up and maintaining documentation
 - QA
 - Publishing and maintaining the app in stores
 - Community Management
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Balgimbayev Communications Development Centre - Interactive Museum

📅 2019 📍 Atyrau

🔗 <https://singularity.kz/en/our-work/interaktivnyij-muzej>

The whole project was developed in record time – 3 months (from request to delivery)

- Risk identification
 - Setting and monitoring deadlines
 - Crunch Prevention
 - Work with clients and subcontractors
 - Large Budget Operations > \$1 Million
 - Drawing up and maintaining documentation
 - Definition, statement and control of task
 - Launch of the project
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Questie - Augmented Reality Quests Platform

📅 2019

🔗 <https://singularity.kz/en/our-work/questie-platforma-dlya-kestov>

- Managed project on all life cycles (from idea to release)
 - Distributed team management (5 people)
 - Drawing up and maintaining documentation
 - QA
 - Publishing and maintaining the app in stores
 - Work with partner companies
 - Analytics
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IT Center - Digital Urpaq

📅 2018 📍 Petropavlovsk

🔗 <https://singularity.kz/en/our-work/it-czentr-digital-urpaq>

The whole project was developed in record time – 4 months (from request to delivery)

- Risk identification
- Setting and monitoring deadlines
- Large Budget Operations > \$1 Million
- Crunch Prevention
- Distributed team management (15 people)
- Drawing up and maintaining documentation
- Definition, statement and control of tasks

EDUCATION

IT-Project Management

High School of Economy

Digital Project Manager

Skillbox x Sibirix

Software for Computers and Computer-Aided Systems

Tomsk State University of Control Systems and Radioelectronics

📅 09/2018 - 05/2022 📍 Remote

PROJECTS

JetX - VR Arcade Racing Game

📅 2018-2019

🔗 <https://skillshot.studio/jetx.html>

- Managed project (from beta to release)
 - Distributed team management (15 people)
 - Work with the publisher
 - Drawing up and maintaining documentation
 - QA
 - Publishing and maintaining the Game in stores
 - Analytics
 - Community Management
 - Localization Management
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KazZinc - Interactive Simulator

📅 2020

It was a pilot project - a safety engineering simulator for KazZinc enterprise. Upon completion, the customer requested 7 more simulations.

- Managed project (from request to release)
- Work with the customer
- Drawing up and maintaining documentation
- QA
- Team Management (5 people)